

Still \$1.50

JUNE 1987



A CO-OPERATIVE PUBLICATION OF THESE ATARI CLUBS:  
C.H.A.O.S. (LANSING) -- G.A.G. (FLINT)  
T.A.G. -- (SAGINAW / BAY CITY / MIDLAND)  
B.C.A.U.G. (BATTLE CREEK) -- W.A.U.G. (ANN ARBOR)  
G.K.A.U.G. (KALAMAZOO) -- G.R.A.S.S. (GRAND RAPIDS)

## Atari News

...AND COMMENT!  
Compiled by John Nagy

**8-BIT EMULATOR FOR THE ST TO BE RELEASED- WITH ATARI'S APPROVAL!** Hot news! DAREK MIHOCCA has been given the green light for publishing and distributing his "ST TRANSFORMER". Details inside this issue of M.A.M.!

The BUFFALO ATARIFEST at the end of April seemed down in attendance and involvement of vendors. Twenty-nine "vendor" areas included about seven user groups, with some notables as HYBRID ARTS not attending. ATARI didn't bring a MEGA ST to show, but they DID bring the LASER PRINTER prototype. Organizers are upset with ATARI over ads and money. It seems that ATARI (finally) placed a major set of ads ONE WEEK before the show in the Buffalo area, but included the WRONG DATE and WRONG USER GROUP names.... they corrected that in a FRIDAY (day before show) ad that also included a line from some other ATARIFEST: "Children 12 and under FREE ADMIT". The sponsors (WESTERN NEW YORK ATARI USER GROUP and others) figure their losses at \$500 as a result. It was also reported that ATARI promised \$4,000.00 in support money that has still (at this writing) not shown up. ATARI may be trying to get "out from under" their commitment to more ATARIFESTS, as their enthusiasm wanes.

Other promises made at the BUFFALO FEST: "ALL" THE NEW AND ANNOUNCED PRODUCTS OF ATARI SHOULD BE ON THE MARKET BY THE END OF JUNE. Anybody taking odds on this? Atari will also "make an 8-bit disk drive announcement" at the Consumer Electronics show in June, says Neil Harris.

ATARI's "promise without performance" of money for support is what made DETROIT's M.A.C.E. club cancel their ATARIFEST. Word now is that the MAGIC club in Detroit has progressed with their plans and that there WILL be a THREE-DAY Detroit ATARIFEST in AUGUST. Details are INSIDE this issue of MAM.

ATARI is making big strides on GENie, a telecomputing service similar to Compuserve. Neil Harris and others from ATARI make appearances regularly in the message bases and sometimes in weekly ROUNDTABLE open discussions. ATARI users are invited to get an \$18 saving on normal registration on GENie (but NO MANUAL) by calling 1-800-638-8369 (with their modem), and entering HHH upon connection. At the U# prompt, enter XJM11887, ATARI and press return. (The voice number we gave you before got you to people who usually didn't know or wouldn't tell you about the ATARI offer!)

**REMEMBER ZMAG?** Compuserve users may have to either REMEMBER or else look elsewhere, because RON KOVACS, editor of the popular free weekly online magazine, MAY no longer be using COMPUSERVE in his distribution to over 200 ATARI BBS's worldwide. On the other hand, ZMAG MAY soon be featured bigger than EVER on CIS. HUH? Sysops at the ATARI SIG on CIS have repeatedly objected to items in ZMAG, including coverage of the 8-bit emulator. Then, Ron got demands to edit out any references to GENie and ATARI's involvement there. The last straw came when Ron tried to include information about other places ZMAG is available and COMPUSERVE refused to post it. Business may be business, but Ron says that it's NOT NEWS if it's censored, so BYE BYE CIS. Now, ATARI SIG manager RON LUKS is apologizing to RON and trying to offer Ron a reason to stay. Now what? Film at 11. ZMAG continues on GENie, DELPHI, and other services. You can call Ron's BBS system to find your nearest ZMAG outlet (or to become one!) at 201-968-8148 (NEW JERSEY).



# **CASTLE** **COMMUNICATIONS**

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Atari 520ST package mono	595.00
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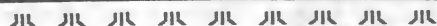
# M.A.M. this Month

Editor: Richard Barnes (517) 349-0513

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This publication is the official newsletter of several independent groups of Atari 8-bit and 16-bit computer users. It is intended for the information and education of their members as well as the dissemination of Atari related information. Opinions expressed in this publication are those of the respective author and are not in any way official opinions of the associated user groups.

Other non-commercial USER GROUPS are granted permission to reprint articles from this magazine provided credit is given to the respective author as well as to the Mid-Michigan Atari Magazine. Most original files are available from the C.H.A.O.S. BBS upon request, and also appear in DL7 on COMPUSEVE for downloading.



## Publisher's Note

by JOHN NAGY  
(517) 487-5646

This month's issue of MAM is a bit smaller than it has been, but our feature section is as large as usual. What is missing is LOCAL INFORMATION from several clubs, while others are reduced from normal quantities. Also, we had very few ADS this month, although most clubs are expecting that to pick up next month, with a corresponding increase in the total pages we can bring you, and a DECREASE in the costs to the contributing club. We rebate 40% of all ad revenue to the club that maintains each ad, so if YOU think you could help contact potential advertisers (particularly NATIONALS), talk to your club officers RIGHT AWAY. You will see a bigger magazine and a healthier club for your effort!

We are printing FEATURE MATERIAL at an ever-increasing rate, so we DO NEED your articles too!

\* \* \*

From the nearly 100 exchange club newsletters I read each month, plus conversations with officers of our member clubs, it appears that we are seeing a nationwide downturn in ATARI CLUB membership.

Several BIG clubs have reported being literally ON THE ROCKS, having their costs of operation exceed their income due to sagging membership renewals. In OREGON, the PORTLAND ATARI CLUB are panicky due to competing ST-ONLY clubs eating their members away. PAC went from 640 to 508 members in two months... and is now trying to get into the ST game... late. Some other clubs are also finding that their earlier decisions to ignore or back burner ST support are coming back to haunt them.

Elsewhere, the JERSEY ATARI COMPUTER GROUP is having financial problems resulting in a cost cut in their newsletter. In the club I attend, CHAOS in LANSING, the 8-bit group seems to lose 2 people for each one that moves to the ST side. Overall shrinkage is reported from all over.

We can continue to blame this on good weather interfering with well-intentioned would-be attendees, or we can face the fact that ATARI owners aren't as devout as they used to be. Maybe not as plentiful either. OK, CERTAINLY not as plentiful.

As new software releases for the 8-bit machines dwindle away, overall interest has waned in the users as well. They use the machine less and stop coming to meetings and don't renew (or consider joining) their clubs. Some buy an ST,



others buy the "other" brand, still others buy an exercise bike.

HEY!!! THAT'S BACKWARDS!!! As the OUTSIDE support drops, the INSIDE support becomes MUCH MORE VALUABLE. Each month, many new and old programs are demoed at club meetings, and are available in the club libraries. Some clubs have libraries so large and well organized that you could run a new program every day for the next FIVE YEARS and never hit a re-run. And these programs are often of full professional and commercial quality, at a cost next to nothing. SO WHY DROP OUT NOW? IT'S TIME TO GET IN WITH BOTH FEET. Demand that you club officers keep up with new library material- it's readily available for trade or purchase (or even rent!) from other clubs, and can make the difference in whether it's worth keeping the old machine plugged in.

There's more in programs and information available in the public domain than anywhere else. Get involved with YOUR club libraries NOW, while there is still time. It might also make your club stronger for everyone.

**NOW... INTRODUCING  
A NEW FEATURE OF M.A.M...  
FREE UNCLASSIFIED ADS!**

#### SWAP and SHOP CLASSIFIEDS

Thanks to a suggestion from Leroy Valley (T.A.G.), we are beginning a classified section of ads from and for our readers. There will be no charge for personal ads. If you have an item or items for sale, please contact your clubs editor or you may submit your ad directly to Michigan Atari Magazine. The deadline for receiving above materials for publication in the next issue will be the 20th. of each preceding month. Be sure to enclose your name, area code and telephone number.

#### CLUB -

C.H.A.O.S. Club-  
256K UPGRADE - RamMaster 256K upgrade kit for 800XL. \$25.00 without RAM Chips. \$50.00 with RAM chips. Contact: John Nagy (517) 487-5646.

288K UPGRADE - 288K Upgrade kit for original Atari 800, includes Chips, RAM and Docs. \$35.00 Complete. Contact: John Nagy (517) 487-5646

DUAL DISK DRIVE - Dual 5.25 inch double sided slave disk drives in a single housing with power supply. Will require additional Percom Master, ATR or IBM-Type System Card for a controller. Perfect for BBS, etc., near 1 meg. of storage. \$175.00. Contact John Nagy (517) 487-5646.

#### PERSONALS -

MODEM - Anchor Automation Volksmodem 12. 300/1200 Baud, auto answer, auto dial. Both Atari 850 and ST cable included. \$100.00 firm. Contact: Leroy Valley (517) 686-6796

DISK DRIVE - Percom Master Disk Drive (5.25 Double Density), includes printer interface and cable for any standard printer. Will also control Slave Drives. Like New. \$150.00. Contact: John Nagy (517) 487-5646.

800 XL - Atari 800 XL in perfect operating condition. No modifications have been made on this unit. \$65.00. Contact: Richard Barnes (517) 349-0513.

1027 Printer - Atari 1027 Printer in excellent condition. Worth the price, just to see it work. Will not support graphics. \$65.00. Contact: Richard Barnes (517) 349-0515.

1020 Printer - Atari 1020 Printer/Plotter in excellent condition. \$25.00. Contact: Richard Barnes (517) 349-0513.



JOYSTICKS - 2 new ATARI joysticks, in box, the pair for \$10. Not used. Contact Guy Hurt, (517) 484-7675.

130XE with 320K - \$125. "Plain" original ATARI 800, \$50. ATR8000 setup with interface, printer buffer, double sided double density disk drive, case and power supply (all to operate with ATARI 8-bit computer), \$300 or offer. Call Leo Sell, (517) 349-0404.

REMEMBER, CLASSIFIED ADS ARE FREE FOR ANY MAM CLUB MEMBER. GET YOUR AD TO YOUR CLUB OFFICERS TODAY!



# CAPITOL HILL ATARI OWNERS SOCIETY

SERVING THE LANSING AREA ATARI

C.H.A.O.S. is the CAPITOL HILL ATARI OWNER'S SOCIETY, serving the ATARI community of the Lansing, Michigan area. The CAMPUS HILL ATARI OWNER'S SOCIETY is the Michigan State University chapter of C.H.A.O.S.

Membership dues are \$12.00 per year and entitle the member to a 1 year subscription to the Michigan Atari Magazine, a free disk from our regular library, access to our other libraries and facilities, as well as access to our other resources. Dues may be paid at any C.H.A.O.S. meeting or by mail. If not using an official Membership Application, please include your Name, Address, Phone and a list of your equipment and interests.

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Inquiries regarding C.H.A.O.S., mail orders, memberships and etc, should be sent to:

C.H.A.O.S.  
P.O. Box 16132  
Lansing, MI 48901

General meetings of the membership take place several times a year. 8-bit and 16-bit Special Interest Group meetings take place monthly. S.T.I.N.G. (S.T. Interest Group), for Atari ST owners, meets on the SECOND Saturday of the month. The 8-bit SIG Atari, for 400/800, and XL/XE owners, takes place on the THIRD Saturday of the month. The meetings take place at the MSU Physics-Astronomy Building, Physics Road, Room 118. Meetings begin at 10:00 am sharp and last until 1:00 pm. Members and guests are welcome to any SIG meeting that interests them. To get to a meeting, take East Grand River to the Collingwood Entrance for MSU. The first available left turn is Physics Rd. The Physics-Astronomy Building is about 1 block from the corner, on the right hand side. Park in the gated lot just past the building.

Illegal copying, or any violation of copyright laws, is not condoned or allowed at any C.H.A.O.S. sponsored function, including the club BBS.

## ELECTED AND APPOINTED OFFICERS OF CHAOS

Position	Name	Phone #
President	Leo Sell	349-0404
Vice President	John Baker	641-4430
Sec'y-Treasur.	Gary Ferris	393-2593
8-bit Rep	Marvin Goldstein	332-4160
16-bit Rep	John Johnson	355-4219
Membership	Gary Ferris	393-2593
Library Mgr.	John Baker	641-4430
ST Librarian	Sally Nagy	484-1976
XL/XE Librarian	Bill Johnson	675-7166
Publ. Librarian	Richard Evans	351-2381
ST Publ. Libr.	Chet Kapusinski	676-4539
XL/XE SIG Cor.	Guy Hurt	484-7675
ST SIG Coordn.	Brian Goluska	332-4415
BBS Sysop	John Nagy	487-5646
BBS Librarian	John Lewis	339-1793
Newsltr Editor	Rich Barnes	349-0513
Advertising	Jeff Bone	321-5510

## Presidential Address

President's Corner  
by Leo Sell

Well, I'm scared!!! Over the past few months attendance has been down dramatically at the monthly SIG meetings. Because of the summery weather, both the 16-bit and the 8-bit SIGS are sparsely attended. Just in case you've forgotten, we do meet all year round. So, we hope to see you at one meeting or another.

If you can't attend a meeting, you can still take advantage of much of what CHAOS has to offer. Michigan Atari Magazine comes to your door. The library is available through mail order. Special arrangements can be made with the Publications Librarian if you would like to borrow printed material.

Take a look at the big library listing we mailed out a couple of months ago. There is certainly something there that you would like to have. And don't forget, the Chaos disks are now double-sided!!! We have always given high value for your dollar, now the value is doubled. When you order, be sure to mail your order to the

correct Post Office box. The one shown on the order form should be Box 16132, Lansing, MI 48901.

Chaos is at a serious juncture in its life. We are experiencing the pains of shrinking. Our treasury is dangerously low, our attendance is also. We have a serious lack of volunteers, for positions which, if they were filled, could help us grow and prosper. And frankly, the list keeps growing. Here it is again, call and volunteers:

Publicity Manager  
Advertising Manager  
Publications Librarian  
Newsletter Editor  
Assistant Disk Librarians

There are lots of members out there that are capable of helping in these areas. We hope to hear from you.

I would also like to continue to encourage you to let us know how we can better serve the membership. What can we do to encourage you to attend meetings and support the club? Of course, with suggestions you might also offer assistance. C.H.A.O.S. is your Atari resource. Help make it work.



## Telecom

### THE CHAOS DOWNLOAD By JOHN NAGY

Another month, another change. JOHN LEWIS will be taking over from JOHN BAKER as 8-bit BBS LIBRARIAN. JOHN BAKER will concentrate on ST material online. Look for a split in file handling and message bases to keep things organized. (Get them organized?)

GUY HURT is also joining us for a trivial/quiz game on our FUN AND GAMES base. Rules are both in the messages and in a file online. PLUS, scattered in with the quiz are JOKES. Call us and see what's there, and add your own gems. If they are not in good taste, let's see that they at least taste good. The new "PAGE STOP" feature in the message bases makes the QUESTION/stop/ANSWER format quite enjoyable for RIDDLES.

Look for an ONLINE ZMAG-READER, menu driven to allow examination of any part of the popular BBS magazine put out by RON KOVACS of NEW JERSEY. We are proud to be regular contributors to ZMAG, helping both in content and, when we can, politically (SEE RELATED STORY ON FROM COVER!). The new system (when I get it done) will show

the contents of any ZMAG online, and allow you to start reading at any article within the magazine you like. This should help, as many ZMAGS have been over 250 sectors, running nearly a half hour if you read all of it at 300 baud... a long wait if what you wanted was at the end!

We asked our users about their actions and intentions about ST vs 8-bit... and found quite a cross section. 13% DON'T have an ATARI at all, with the remainder split right down the middle between OWNING (or planning to own) AN ST, and NOT PLANNING ON MOVING OUT OF THE 8-BIT ATARI. Among those from the ST side, just under half of the respondents HAVE the ST now, the remainder planning it in the immediate future. Accordingly, we will do our best at the CHAOS BBS to continue to support both machines in as much balance as possible. Next, we will look into the number of our users with GRAPHICS, COLOR, WIDE SCREEN, etc. capabilities, and will make adjustments there for more versatility, based on what we find out. Thanks for your input!

Till next month, SEE YA IN CHAT! The CHAOS BBS, (517) 371-1106

## Disk Library

The Library Table  
By: John Baker (C.H.A.O.S.)

Once again, it's time for an update on the library and BBS status. Time slips by all too quickly it seems. Anyway, there are changes in the works for the library and the BBS. The changes help alleviate one of the problems that have been plaguing me of late. The problem I speak of is "Too many hats, and not enough time."

John Lewis has agreed to take over the 8-bit files section on the BBS. The actual library itself will also have new faces in different areas. Bill Johnson will be the new 8-bit librarian and should have things well under control by the June meeting. Sally Nagy replaces Scott Evans as the ST librarian. Scott will be moving away after college completion this month. I want to thank Scott for his help in the ST section.

"What about new files?", you ask. Hopefully Bill will be situated enough by the June 8-bit meeting to have available several new disks that have been put together from recent trades. Sally has been working diligently in ST files acquisition. Look forward to some GOOD stuff at the next meetings.

Looking to build or increase your personal or club library? We are now offering to rent our

entire library to clubs or individuals. Receive everything shown in our latest 40 page catalog for only \$75.00 (plus security deposit). Copy it all onto your own media, and return our original disks to us. Upon receipt of our disks we will return your security deposit. I can think of no better way to obtain this magnitude of first class software for this small of an investment. If you are interested please contact us.

That should about do it for this month. See you at the meetings...



## Meeting Minutes

MAY ST-UTTERINGS  
by Brian Goluska

The ST special interest group of CHAOS meets the 2nd Saturday of each month, at the Physics-Astronomy building of MSU. See the CHAOS title page for directions. Spring fever and good weather have arrived, and only 16 people came inside from a beautiful day for the ST meeting. Scott Evans has also turned the ST disk library over to Sally Nagy, since Scott will be out of town for the summer. On the plus side, CHAOS now has a MONITOR MASTER, from Practical Solutions, to allow ST composite output to go to the overhead video system without a VCR in between. The MONITOR MASTER weighs less than a pound, quite an improvement over a 20 pound VCR. Unfortunately, only an RF equipped ST will work with MM to give composite output, despite the fact that the RF jack is itself not used. So we will still have to be careful to get a newer ST to the meeting.

During the meeting, Sally Nagy showed 3 picture disks, 2 from the ST library, and 1 for future inclusion in the library. These disks all use the "tiny" format, which gets more pictures on a disk than DEGAS or NED do (through compression). Subjects range from humor to art to "color cycle" animation. Peter Miller tried out the EDT/VMS editor from the library, which is apparently identical to the widespread EDT editor that runs on VAX minicomputers. Chet Kapusinski tried Wheel of Fortune, also public domain in the library, and had fun with the disk (which also has 2 other games), despite the fact that an onlooker kept guessing the answers. In the purchased software category, PHANTASIE II was demo'd, a graphics adventure game that's been ported from 8-bit machines. Except ported is too weak a word, since PHANTASIE II uses GEM menus and displays, and has ST improved graphics.

Don't Stop coming to meetings just because it's summer, or we'll have to have STormy SaTurdays.

## Secretary / Treasurer's Report By Gary Ferris

May provided us with another fine weather weekend to compete with. Special thanks to all the people who showed.

The free for all discussion began with a report on the progress so far on the 8-bit emulator for the ST and Atari's hardnosed attitude in trying to prevent it's release. Also discussed was the prospects of more game software for the 8 bits due to the repackaging of the XE as a game machine (less keyboard). It was also noted that with the recent price increases on 8-bit hardware, it is now possible to get an ST system for about the same cost as an XE system.

Jerry Cross from the Flint group gave a report on the Buffalo Atari show. The progress on the Detroit Atari show is reported to be slow although it was mentioned that there should be an excellent MIDI demonstration.

Speaking of MIDI, we were treated to an excellent demo of the ST's MIDI capabilities by Mitch Walls of Elderly Instruments.

John Baker continued the tradition with another great Disk of the Month.

The treasury has been hit with the double whammy of low attendance the last couple of months and a large investment in disks for the library. The balance is a much lower than normal \$515.39

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# TRI-CITY ATARI GROUP

## T.A.G. - SAGINAW, BAY CITY, MIDLAND

NEXT MEETING: The Tri-City Atari Users Group meets the second Saturday of every month at 2:00 pm at the Rudy Zauel Memorial Library on the corner of Shattuck and Center in Saginaw. Upcoming meetings are scheduled as follows:

July 11th at 2:00 pm.  
August 8th at 2:00 pm.

\*\*\* NOTICE - NO JUNE MEETING! \*\*\*

OFFICERS of TAG are as follows:

LeRoy Valley	President	686-6796
Marty Schmidt	Treasurer/Sec.	792-6029
Al Jennings	8-bit Disk Lib.	790-1980
Lance Middleton	ST Disk Librarian	
Ron Hoffman	Assistant ST Disk Lib.	

Club dues are \$20.00 per year. For this fee you get the Michigan Atari Magazine, support for both the 8-bits and the ST's, and full access to the club's public domain library. We currently have about 90 disks in the 8-bit library and 30 in the ST library. You can get copies of these disks AT NO CHARGE if you bring your own disk to copy on (time permitting) at the regular meeting. If you don't have a disk with you, you can get the 8-bit disks for \$1.00 each and the ST disks for \$2.00 each. Non-TAG members can get copies of the 8-bit disks for \$2.00 each and the ST disks for \$4.00 each. If you need to renew, do it now! If you haven't joined yet, then do it now!

## Presidential Address

### PRESIDENTIAL ADDRESS

If you look closely at the dates of the next two meetings, you'll see that a June meeting is missing. Due to a combination of my not being able to attend the June meeting, and the decreased attendance during the summer months, the members present voted not to have a June meeting. June's topic has been moved to July, and I look forward to seeing all of you there.

June is our normal month to hold elections, and many members said that since we were skipping the meeting, the present officers were stuck for another year. Welllll.....that's not the way it's done! We will hold elections in July. All offices are open for anyone who wishes to run. The offices for TAG are:

President  
Secretary/Treasurer  
8-bit Disk Librarian  
ST Disk Librarian  
Editor

In particular, we are looking for a new ST disk librarian, as Lance now has other commitments, and an Editor for the newsletter. The Editor would be responsible for writing the Hot Flashes and Relics to Relish and for organizing the newsletter (I would still supply the Presidential Address (if I'm still president after elections) and the ST Notes column). If you feel that you have something to contribute, please volunteer yourself. Remember, things get done better if you do them yourself!

Also, anyone interested in writing a regular 8-bit column (you need a modem to transfer it to the Editor) please feel free to volunteer.

### HOT FLASHES FROM THE FUTURE!

The month of July will find TAG taking a look at the various methods of backing up software. While TAG does not condone the illegal copying or pirating of software, we do feel that legitimate users should be able to exercise the right to back up their software. There are many products on the market that simply don't do the job, and many users get ripped off from false claims and advertisements.

On the 8-bit side, Al Jennings will demo the Happy Backup system (a hardware mod to 810's and 1050's) and a program called Chipmunk (a software program that backs up software on ANY drive). The 1050 Happy has other benefits such as: true double density support, increased speed (3X!!), and support for most ram disks.

For the ST's, LeRoy Valley will demo Procopy (the all new version 1.40) and ST Copy 3.0.



# Meeting Minutes

We had a very small turnout (about 15) at the May meeting, caused in part by the fact that the meeting was on the third Saturday instead of the second, but mostly because of the fantastic weather! Since I'm on vacation (and gone) June 13th, I told Marty that he would have to run the June meeting. He promptly thanked me (I think), then someone mentioned the idea of skipping the June meeting due to summer fever. A vote was held, and the meeting was canceled. Our regularly scheduled programming has been moved back to July, and yes, I'll be there.

Some good news for the club is that I got our first advertiser! Beginning this issue, Proco Products (seller of Procopy) will be advertising in the Michigan Atari Magazine. I'll keep trying to get more, as this can only help the MAM's cause!

I polled the members present on the idea of our club offering a C programming class, and the response was excellent (despite the small number present)! At the July meeting I will pass around a proposed outline of the class and a sign up sheet. The classes will be conducted by me, and will probably be at my house (unless I can make arrangements at the library). I am looking at a twice a month schedule, with classes lasting approximately 2 hours. The class will be primarily aimed at the ST using Megamax C, but most of the basic stuff will also work on the 8-bits.

a section or it out for use in your document. Paul also showed a new public domain utility (in our library) that allows you to convert PrintMaster icons into Degas .PI3 files for use in Publishing Partner! (You can use FicSwitch, also in our library, to convert a .PI1 or .PI2 picture file to a .PI3 file.)

Chas Davis was on stage next with a demo of The News Station by Reeve Software for the 9-bits. This program is capable of creating signs, posters, newspapers, etc. In short, it's desktop publishing for the 9-bits! It has the ability to use Print Shop icons, Koala picture files, and different fonts. This program saves each page as a 'plate', and the plate can not be printed until it is saved and the Press is loaded. The Press can then print the plate, and the resolution is excellent! (Comparable to Typesetter) This program was purchased by the club and will be raffled off at our July meeting (the turnout for the May meeting was to small to justify a raffle this month).

Also at the meeting was an ST disk of the month, to be included in our library. This disk was 828K and packed chock full of goodies collected from Genie and Compuserve. After everybody got a copy of this disk, the meeting was concluded.

Remember, once your membership expires you'll receive NO more issues of the Michigan Atari Magazine! Renew your membership now!

OFFICERS of TAG	are as follows:	
LeRoy Valley	President	686-6796
arty Schmidt	Treasurer/Sec.	792-6029
l Jennings	8-bit Disk Lib.	790-1980
Lance Middleton	ST Disk Librarian	
Ron Hoffman	Assistant ST Disk Lib.	

Al Jennings	1050 Happy drive
Char Davis	Atari 800
Marty Schmidt	Monitor

LeRoy Valley Monitor  
Dan Barrowman 520 ST  
Paul Bork Disk Drive

Once again, a big THANKS to all of you who loan your equipment to the club. PLEASE, if you're scheduled to bring equipment and you're going to be late, or can't make it, CALL ME!! It's not fair to the rest of the people when there's no monitor, or drive for the system!



## GENESEE ATARI GROUP

Genesee Atari Group c/o Jim Steele 4711 Drummond Square, Flint, MI 48904

Presidential Mumbblings for June  
by Jim Steele

Well folks, here we are at another summer. Traditionally, the warm summer months are the slack season for computerdom. No one wants to be sitting inside slaving over a hot joystick, when they could be outside quaffing a cold one by the pool, eh? Perhaps that's why our attendance has been light lately. If this keeps up, we will have more out of town members recruited via Jerry's wanderings around the Atari show circuit than local people. Actually, I think the smaller meetings are more interesting....

The May meeting was very informal. Jerry talked about the Detroit Atari show. Those GAG members volunteering to work at the show should see him for Particulars. It was also decided to make the dues increase \$15 effective in July. I don't think the extra 5 bucks will be a big burden on anyone, and it will keep the group from running on the edge all the time. No other new business was discussed. (As if we ever heard of Robert's Rules of Order anyway!)

See you in July.... Jim

### Next Meetings

June 10 6:30 pm Neithercut  
June 27 10:00 am National Computer Clinic  
July 8 6:30 pm Neithercut  
July 25 10:00 am National Computer Clinic

Genesee Atari Group is a non-profit group of Atari users in the Flint, Michigan area. Membership is \$15/yr. Benefits include this newsletter, and access to our disk and print libraries. Membership is NOT required to attend meetings. (But it is encouraged!)

8bit News  
by Jerry Cross

New Disks for June!

It's been pretty slow the last couple of months. Not too many new programs have been on my usual sources of bbs's. Thanks to some trading with clubs at the recent Buffalo Atari

show, and from MACE, I put together another bunch of disks.

This month also marks a historic milestone for GAG...200 disks!!! Before I step down from my librarian position, I hope to also have a complete collection of Analog (and maybe Antic) disks. This should make it easy for members to get hard to find programs published months ago in these magazines.

Starting off is Disk #198. This is a collection of PRINTSHOP icons. This is another set of high-quality pictures you can use with Printshop or compatible utilities.

Disk #199 is a collection of pictures. Since this disk comes from Germany, I couldn't make out some of the details about how these were done or what format, but they are very well done. (Hint: You must hit the space key to move on to the next picture...the instructions were also in German.)

Disk 200 and 201 contains more Koala pictures, but these are title screen pictures from some Atari 8-bit games. Many are very well done and look great when dumped to a printer. This disk comes from Germany also.

Disk #202 contains a utility that allows you to search through most commercial programs looking for these title pictures. You can then easily save them to your disk for future use. This disk also contains other title pictures. (This disk comes from a GAG member who forgot to give me his name. Another unforgivable goof by your librarian...sorry!)

Disk #203 is another long overdue educational disk. This disk contains an excellent program called NATIONAL FLAGS. Great for teaching the kids what other nations flags look like, and fun to play too!

Finally, the Wheel of Fortune disk (#170) has been updated. You can now make and use your own data files. If you already own the #170, bring it along to the next meeting for a free trade.

That's it for this month, be sure to attend the June meeting for a first hand report direct from the CES show in Chicago. See you at the meeting!

# Eight is Enough

# BITS AND PIECES

FROM THE

## Battle Creek Atari User Group



### Meeting Minutes

MEETING MINUTES and OTHER BITS  
by Chuck Steele

At our May meeting we discussed how you can sign up on the GENie service, without the \$18 registration fee. I have yet to successfully log on. It doesn't seem to be as easy as CompuServe. If anyone gets on let us know.

Dan and myself went to another computer club in Battle Creek to learn more about the Computer Fair at Lakeview Square. The Fair is going to be in August and there will be a fee to enter. The money will be used to promote the fair. I see this as a good chance for the club to get a little exposure to the general public. Also we may be able to generate some revenue by having a raffle. We will be having a meeting this month to set the ground rules for the fair. More about this next month.

I had a demo of a new Astronomy program that I wrote, called Planetary Motions. The program allows you to see the planets as viewed from above the sun. You can view the solar system at different magnifications and different times. You can quickly go through time to the distant past or future. In my demo I held down the advance time key too long and we ended up in the year 456,783 AD!! The program is useful for determining which planets are visible on any given night. You can also determine when oppositions and conjunctions will occur. It allows you to find the best times to observe your favorite planets. This program will be added to our library.

Happy computing and see you at the computer fair.

|||||

|||||

#### BCAUG OFFICERS

CHAIRMAN:	Chuck Steele	964-1701
LIBRARIAN:	Todd Harris	965-5354
NEWSLETTER:	Tom Siemietkowski	963-4475
SECRETARY:	Mike Engle	964-3033
TREASURER:	Josephine Yeager	968-8401
MEMBERSHIP:	Dennis Martin	962-1024

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# GRAND RAPIDS ATARI SYSTEMS SUPPORTERS

## Meetings

Wyoming Library  
3350 Michael S.W.  
First Wed. of the Month  
Informal meeting: 6:30-8:00  
Formal meeting: 8:00-9:00

We picked up three new members this month. The club keeps growing in spite of the fact that it is almost impossible to buy Atari equipment locally. Software seems to be getting harder to find in Grand Rapids also. Software City has stopped stocking software. However, they assure me that they will order whatever you want and they do have a large set of catalogs.

## Presidential Address

At our May Meeting a discussion of the price increase for the news letter was held. It was decided to try to sell ads to meet the price increase. We will reassess this decision in the fall.

The next item of discussion was the summer meetings. Because of the historical poor attendance during July and August it was decided to cancel meetings for this July and August.

I think that someone is missing out on a lot of sales, as everyone I talk to is getting things from the mail order houses. Many of them would buy locally if the product was available at a reasonable price. Why don't we let the local retailers know this?

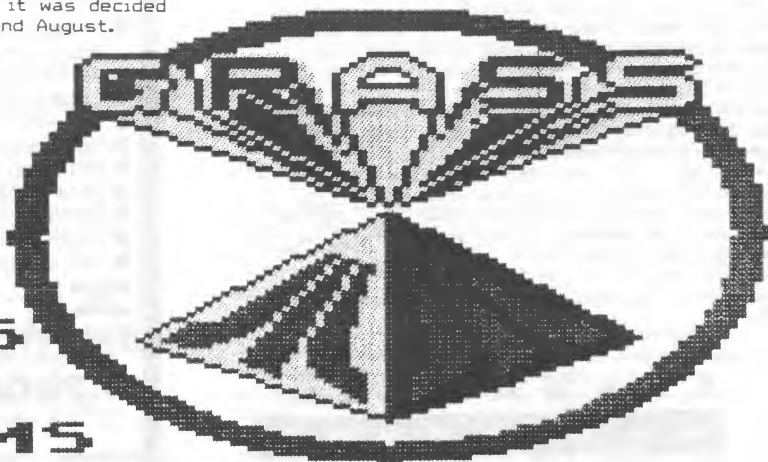
(The last two paragraphs are mine and do not necessarily reflect the position of G.R.A.S.S.)

Respectfully submitted,

Charles Baughman

President.....Ron Fargo  
Treasurer.....George Nosky  
Secretary.....Chuck Baughman

**GRAND  
RAPIDS  
ATARI  
SYSTEMS  
SUPPORTERS**







# GREATER KALAMAZOO ATARI USERS GROUP

## **Presidential Address**

### PRE'S REPORT

Our May meeting was a good one! If you weren't there you missed some very interesting things. We had more computers than we had people! There were two ST's setup and running. We had several things going on, we had a little class on using Syncalc, there was a demo using the 3-D glasses on the ST (WOW!). We had lots of other little discussion groups. The disk of the month had a practice program for using our new BBS, You should have this program.

### New Business:

\*Our next Meeting will be held on June 20 at 11:00 at Dewing Hall at K-College. It will be a week later this month because of graduation. You will notice the time for the next meeting is at 11:00 instead on 2:00. Please make a note of this. We will be start all the meeting at this time from now on.

\*We have our BBS phone line set up but we need to get a couple of disk drives to get it off the ground, if you know of some cheap please let me know. We will give out the phone number later.

\*We also talked about not having meetings in July or August but to start up again in September. This will work well from the fact that we will have a picnic in August and our Chicago Trip in July.

\*Chicago Trip, We would like to take a trip to the Atari Fair in Chicago. We would leave around 6:00 on July 25 and return around 7:00. If you would like to go we will have a sign up sheet at the next meeting. We will need people to drive, so if you can help us out. Also this being such a the long trip we will have to ask that any kids that want to go will have their parents attend. We can't be responsible.

\*We will let you know about the picnic later. Maybe on our BBS?)

\*As of this news letter writing we have not had an officers meeting, so I can't tell you what the theme for June will be. I will promise you it will be good!

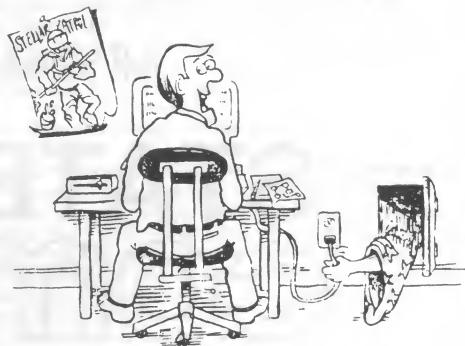
See Ya June 20 at 11:00 !!

Daniel Youngs  
388-3164

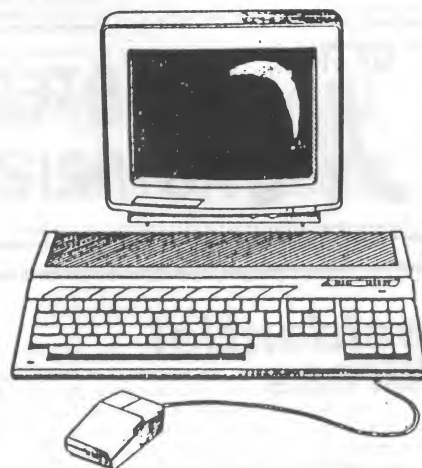
GKAUG is based in Kalamazoo we meet at Kalamazoo College on the 2nd Saturday of each month. The time is 11:00. Our fee's are \$20.00 per year.

JK JK JK JK JK JK JK JK JK JK

Charles Engebretson & Mark Cantrell



I CAN'T BELIEVE IT- AFTER THREE YEARS,  
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# WASHTENAW ATARI USERS' GROUP



NEXT WAUG MEETING JUNE 9 AT WINES SCHOOL



## Meeting Minutes

REPORT ON GENERAL MEETING 5/12/87  
BY MICHAEL OLIN, RECORDING SECRETARY

The meeting was called to order by Mike Pieronek at 7:40 pm. Mike described the new 8-bit disk library listing and noted that there are now 119 disk selections available. Mike has added over 90 new disks during the last 3 months. Craig Harvey also discussed some of the new entries in the ST library.

Mike Olin presented the Proposed WAUG Charter to the members and led a question/answer session. Mike asked that everyone study it during the coming month so that a vote to accept it can be taken during the June meeting. The nomination form describing the officer positions was circulated and elections will be held immediately after the Charter referendum.

Bill Rayl demoed Publishing Partner by Soft Logic, a software package that is very similar to Page Maker for the Macintosh but has more features. Bill showed how the latest issue of the WAUG Newsletter was developed and produced. Porting pictures from Degas and other formats is one of the strong features of this package which includes many of the functions found in a good word processor. Bill explained that the program was designed by the developer of Data Perfect for the 8-bits and is the only software package produced by this company. They have a reputation for being readily available and willing to support registered owners.

Richard Schrader demoed Rambrant from Antic. This system allows more color and finer detail than the Koala system and creates nicer printed output. Richard circulated some of his art that was produced on an Okimate color printer to show the versatility of this software package.

Doug Feldman then tabulated and announced the names of those persons who had been nominated for the various officer positions. These persons were asked not to decline a nomination until next month so as to have sufficient time to actually consider running.

The meeting was adjourned for sales of Library disks and general conversation.

### JUNE 9 - WAUG OFFICER ELECTION

All nominated officers who wish to keep their name on the election ballot will be given the opportunity to compete for elected office. We will start with president and decide each elected position one at a time. As each position is voted on, the candidates for that position will be asked to wait outside the meeting room while a show-of-hands tally is made. The winning candidate must obtain a majority of votes from the members who attend the meeting. If there is no majority winner, the top two vote getters will compete in a runoff election. Candidates who do not win a majority vote can still keep their name on the ballot for any subsequent nominated positions.

The new officers will have July and August to make plans for the next general WAUG meeting, to be held on September 8.

### JUNE 9 - WAUG FLEA MARKET

All paid members can bring their hardware and software to sell at the meeting. There will be a complete 8-bit system to use for quick demonstrations. We can also use this time for demos of new any acquisitions.

### WAUG AUTHORIZED ATARI SERVICE: C.P. REPAIRS

The officers of WAUG wish to acknowledge the invaluable assistance of Bob and Derek Fritz, the proprietors of C.P. REPAIRS in Whitmore Lake, MI. Over the last 4 months, Bob has repaired or swapped hardware for use on all three BBS's that support WAUG communications. Bob and Derek provide a convenient pick-up and delivery service within a 30 mile radius of Whitmore Lake. The amazingly nominal cost is \$30 plus parts. The C.P.REPAIRS is now gaining national acclaim. They have fixed hardware shipped from as far away as South Dakota and Connecticut. They are fully equipped to repair all Atari ST and 8-bit systems. You can contact C.P.REPAIRS by modem (313-449-8544 at 2400/1200/300 baud) or by voice phone

(313-449-2565). In either case, leave your message and a voice phone number and Bob will get back to you within 24 hours.

#### WAUG EXPRESS BBS RETIRED FROM SERVICE

Doug Feldman announces his decision to retire from active sysop status of the WAUG Express BBS. This was a very exciting and challenging experience for me and I surely discovered alot of Atari owners this year.

There are several reasons for my decision. My responsibilities to my family and work have increased significantly. In addition, I had hoped that a larger number of WAUG members would use the BBS for frequent updates and discussion of WAUG activities. Instead, the system has become increasingly used by younger modem owners merely wishing to download everything without contributing to the ongoing discussions. Finally, it is obvious that most Atari modem owners now own or soon will own a 1200 baud modem. Thus, my budget XM-301 cannot continue to serve the telecommunication needs of advanced users.

I plan to continue my involvement in Atari telecommunications by participating in the many other excellent BBS in the Ann Arbor calling area.

#### LIST OF FUTURE WAUG ACTIVITIES:

JUN 9 --- FLEA MARKET & OFFICER SELECTIONS  
NO MEETINGS PLANNED FOR JULY & AUGUST  
SEP 8 --- TO BE ANNOUNCED

#### HOW TO JOIN WAUG

Come to a meeting. WAUG memberships are \$10.00 for 10 meetings. Renewals are \$5.00. WAUG members receive a mailed copy of our newsletter each month and are able to buy disks for \$2.00 from our 8-Bit disk library (\$3.00 for our new ST library).

#### HOW TO CONTACT WAUG !!!

TREASURE CHEST BBS: 313-439-2816 (1200/300)  
CLEAR THINKING BBS: 313-761-2444 (1200/300)  
MOLIN'S DEN BBS: 313-420-0407 (1200/300)  
By Mail: 39 W. Main Milan, MI 48160

Wines Elementary School is located on Newport Road, just South-West of the M-14 overpass and 50 feet North of the intersection of Newport and Sunset. There is no exit from M-14 at Newport Rd. and no exit from West-bound I-94 to North-bound M-14. From I-94, you can exit at Jackson Ave, go East to Maple and take Maple to Miller. The meetings are held in the spacious teacher's lounge, with a 25 inch color monitor and a handy soda-pop vending machine.



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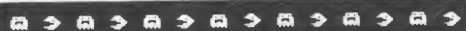
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# //////FEATURE SECTION//////

## Atari News

FLASH: ST-TRANSFORMER APPROVED  
FOR DISTRIBUTION  
By John Nagy

DAREK MIHOCA's ATARI 800-in-an-ST-Program WILL  
BE RELEASED with ATARI's approval!

NEIL HARRIS, spokesman for ATARI, has agreed (in a public message on the GENIE ATARI SIG) to allow both USE and DISTRIBUTION of the ATARI code within Darek's emulator. The permission is contingent on Darek's PUBLISHING the SOURCE CODE for his emulator, so that other programmers may be able to add their efforts. Neil says the object of this move is to increase the likelihood of a truly versatile, full-speed emulator.

As it stands now, the ST TRANSFORMER uses largely custom routines modeled after the ATARI ROM, with some code grafted into the program at startup by a port of the TRANSLATOR DISK (or, in another version, they are already within the emulator program). That's what ATARI had said that Darek could not legally do.

At the BUFFALO ATARIFEST in late April, two user groups showed Darek's "ST TRANSFORMER" in operation. The author sent both the GENESEE ATARI GROUP (G.A.G., Flint, Michigan) and the WESTMORELAND ATARI COMPUTER ORGANIZATION (W.A.C.O., North Huntingdon, Pennsylvania) copies of the public domain emulator for demonstration only. Interest at both tables was brisk despite the uncomplete state of the program and the current slowness of execution (20%-40% "normal" speed depending, on the program). ATARI tried to ignore the demos.

WACO members quizzed ATARI reps over the actual status of the TRANSLATOR, which was sent to all registered user groups for free distribution. Sandy first said that it WAS NOT SENT and remained ATARI'S property, then admitted that she didn't know for sure. At issue was what restrictions (if any) can now be put on the uses of the disks after years of free distribution.

An intriguing facet of the conflict appeared when a program called XLFIX, available for sale in ANTIC MAGAZINE's public domain library, was found to work as well or better than the original ATARI disk. There are several other translators and operating systems available (both in the public domain and commercially - BOSSXL, NEWELL OSN, etc.). It appears that

ATARI would first have to legally assert ownership and control of ALL the "translators" in order to get any legal claim against Darek for using one or more of them in his 800 emulator.

The dark prospects of long and possibly unsuccessful legal action, together with petition drives, newsletter editorials, and comments running in most major telecommunication services and magazines - all in support of the ST TRANSFORMER - now seem to have gotten through to ATARI.

In May, Neil Harris went on record saying that if Darek would only put his program source code in the public domain for further development by other programmers, then ATARI would give their permission for use and distribution of their operating system.

Darek Mihocka was unwilling to release his source code as public domain, for he would then have given up any rights to his efforts. Fortunately, ATARI softened their position, changing their demand to simply the PUBLISHING of the code, with the rights to his work remaining with the author.

Darek had previously contacted several other major ATARI-interest magazines about the possibility of their publishing the TRANSFORMER and source code in copyrightable form, but was turned down by each. The main reason was ATARI's vocal objection to the project and its legal questions. However, Neil stated in his May 15th messages that ANY magazine would be satisfactory, and that a formal proposal letter of permission would be sent within days. Richard Frick of ATARI called to confirm this on May 20.

Darek will have the consent needed for any interested magazine to publish and distribute the ATARI ROM with the emulator, as well as any parts of DOS and BASIC that may help. Availability time, publishing timetable, and even which magazine will offer the program can only be guessed at. It is clear that wherever it is printed, ATARI wants no restrictions on distribution (i.e., ANTIC and its "no BBS" rule). Frick indicated that ATARI could influence ANTIC on this issue for this particular program if necessary.

All the flap hasn't slowed Darek's progress on the continuously developing project. He added SOUND, GTIA graphics, DOS MENUS, JOYSTICK CONTROL, and yes, PLAYER-MISSILE graphics to the already fairly capable emulator. The PLAYER-MISSILE routines were completed and donated by another sympathetic programmer. Speed improvements continue to be made.

Throughout the months of discussion on the subject, Neil Harris and company at ATARI kept asking "Why would anyone want to use 8-bit software on an ST?"... Perhaps a much better question is "WHY NOT?". WACO and other user groups WANT an emulator to provide SOME kind of link, however flawed, between the two products of ATARI CORP.

Distribution of a successful emulator disk by ST dealers might be all some 8-bit owners need to convince them that it is time for a system upgrade- or at least assure them that an upgrade in hardware won't mean an instant loss of 100% of the software they have grown with for years.

## **Atari News**

Buffalo Atarifest  
By: Jerry Cross (G.A.G.)

Atari announced that many of their new products will be in manufacturing by June, and will be on the shelves soon after. These include the new Atari game machine (which will include a cartridge version of Flight Simulator II plus scenery disks), the 1-meg ST and Laser printer, the PC-Clones, Modem, and some software titles.

For news on other products, just check out the past newsletters. Nothing new was announced.

I questioned Neil about their reason for packaging the handler separately from the modem and he mentioned it was because non-atari users would have no use for it. The Communications kit will include an SIO cable plus disk and docs. I'm still upset about it. When I mentioned all of this to the other user groups, they wanted to start a petition drive!

The ST emulator was shown by both WACO and GAG. It generated a lot of interest but Atari decided to ignore us. A representative from WACO was trying to generate some response but I don't know what developed from it. He did get Neil Derrik's phone number and we are under the impression he will give him a call Monday.

There were 29 vendors at the show (several of which were user groups). I felt this was a poor showing.

Attendance was poor, and was made worse by very sloppy advertising by Atari. The first ads had the date of the show wrong, and the next ad had the club name wrong. Worse yet, they advertised that kids under 12 were to be admitted free. They lost about \$500 from admission ticket sales because of this.

On the funnier side, at the same convention center on Sunday, Oral Roberts was giving one of his preaching sessions to about 1000 people. When I walked into the hall at 9:00, I heard this huge crowd singing and I thought "WOW, these Atari guys sure know how to put on a show!" I tried to take my Atari computer with the broken "7" key to Oral and see if he could heal it, but I couldn't get close to him.

Meanwhile, back at the hotel, there must have been 200-300 kids there for a hockey tournament. What a madhouse!

Hybrid arts did not show up for the show, but did send the Midi-Maze program. They only had 6 computers running, and did not have a tournament. The program is not yet complete, because the author wanted to add some new features.

Like I said, not much news to report. It was generally a boring show, and no new products or announcements. Oh, they did bring a prototype of the Atari laser printer, and it seemed to work nice.

Detroit Atarifest  
Jerry Cross (G.A.G.)

The Atari-Magic Show Is Coming To Detroit!

Over the past few months you may have heard about it. "Yeah, some sort of trade show", you said, "WOW! An all-Atari swap meet!?", or "Are they going to have dancing girls?"

Well, it's time to bring out some details. Here's what's the MAGIC club has been planning for the past few months.

The Atari-Magic show will be an all-Atari trade show. There will be over 30 companies that support Atari products, who will be coming to Detroit to answer questions, give demonstrations and seminars, and sell merchandise. These shows have been held across the country, from Seattle to New York, and from Chicago to Dallas. Thousands of product hungry Atarians have jammed into convention centers and hotels to see new products and ask questions of such big-time Atari supporters as Bill Wilkenson, Neil Harris, and Mark Jensen, just to name a few.

Among the things you will see at the Detroit show will be MIDI-MAZE, a multi-player, multi-computer maze game. This game is played on 16 Atari-ST computers at once! Sponsored by Hybred Arts, there will be some fantastic prizes awarded to the best players.

Hybred Arts also plans to sponsor an impressive MIDI concert. Professional musicians will be on

hand to demonstrate the musical power of the Atari-ST, and show how to turn your computer into a home recording studio. Times of the concerts have not yet been arranged.

Among the companies planning to attend are Michtron, Atari Corp., Analog, ICD, Astra, Alpha Systems, Disk Publications, and Best Products. Many other companies have expressed interest in coming, and I will pass them along when we know for sure if they are coming.

There will also be a full schedule of seminars and workshops. Planned are discussions on Desktop Publishing, Telecommunication, Programming Languages, and other interesting topics. Guest speakers such as Neil Harris, Sig Hartman, and Gorden Monnier (Michtron) will be on hand to field questions about new products.

This show also will feature the full line of new Atari products, such as the PC Clone, Mega-ST and Laser Printers, the new XE Game Machines, new software, and more. Michtron plans to introduce several new products at this show also.

There will also be loads of door prizes, including a new Atari-ST system. Refreshments will also be available.

The show is scheduled for Friday, August 28 through Sunday, August 30 at the Southfield Hilton Hotel, located on Nine Mile Rd., just west of Greenfield, in Southfield, Michigan. The show is open Friday from 6:00 to 9:00, Saturday from 10:00 to 5:00, and Sunday from 11:00 to 5:00.

Advanced tickets for the show are available from your user groups, or may be purchased by mail. The price is \$4 per day, or \$8 for a 3-day pass. Tickets must be ordered by August 1. Price at the door is \$5 and \$10. Admission to all seminars and concerts is included in the price.

If you would like further information, or wish to order tickets, please contact Jerry Cross at 313-736-4544 or on the FACTS BBS at 313-736-3920. You may order by mail by sending a check to: Magic-Atari Show, 28111 Imperial Dr., Warren, MI, 48093.

A special hotline has been set up to keep you up-to-date on the show. For a recorded bulletin, call 313-751-8291.

For out of town visitors, we are putting together a tour package containing maps, events calendar, hotel information, and some other information that will help you enjoy your visit. Send your requests to the above address.



# ST

## ST NOTES by LeRoy Valley (TAG)

No reviews. No reviews. I'm tired of reviews. The combination of reviews and summer heat have finally taken their toll and scrambled my brain, therefore this month's column will just be a scrambled collection of tidbits of information.

Did you know that Haba Writer II locks up on occasion? I had this happen to me while writing last month's column and lost about three hours worth of work. I finally pinned it down. If you use the CUT function to delete massive amounts of text, you will end up CUTTING your throat. Use the CLEAR function instead and the problem disappears.

Procopy version 1.40 is due out as of 5/20/97 (that's right, you can buy it now). Not only can it copy the latest and greatest (Arctic Fox, Goldrunner, Trimbase) but Proco Products has added a couple of nice features. On unprotected disks, the write with format is now faster by 100%! It also has a fast format option (how would you like to format disks in 15 seconds?), and for the extremely careful, a verify option has been added.

Having trouble getting Genie to accept your user ID and password from a DO file in Flash? Set up the DO file to simply feed a return at the first U#= prompt, then feed the user ID and password at the second U#= prompt. It'll work every time!

Still booting your hard drive from a floppy? Get on Genie or Compuserve right now and download the Supra utilities v2.61! This autobooter works great on all Supra drives. For all you Atari SH-204 owners, you're not left out in the cold. You can send \$19.95 to Supra and get a set of Supra utilities designed to work with your drive. Believe me, the Supra utilities are far superior to Atari's.

Having trouble with Write 90 from Xlent Software on the new GEM based VIP? The old version (which worked with the old VIP) prints garbage when used with the GEM version. Simply send your disk back in, and they'll replace it at no charge.

Flight Simulator now has joystick support. Yes, that's right, and at no extra charge. It seems that were some bugs in the original release, and when Sublogic fixed those bugs, they implemented joystick support. Send your disk back to Sublogic and it'll get updated FREE.

|||||

To those of you who purchased RAID from Michtron... Load it up and see if you are greeted with a large v1.1 on the screen. If you're not, then you haven't got the latest release - and there were some serious bugs in the assembler...

Megamax 2.0 is just around the corner. Megamax is removing the 32K limitation, improving the compile and link times (now that's impressive!), and making their object files compatible with the Atari Developers Kit Alcyon C. Updates will cost registered owners \$20.00.

Z-Time owners can get some software off from Compuserve or Genie that works better than their original software. It's called TD (for Time & Date) and makes setting up and reading the Z-Time clock a cinch. Want a Z-Time without the expense... The Z-Time is nothing more than a Dallas Semiconductor DS1216E chip in fancy wrapping with installation instructions. You can buy the chip for about \$20 at electronic wholesalers or for \$25 from: Transformation Technologies 10509 S.D. Mission Rd. Suite T P.O. Box 880668 San Diego, CA 92108 The TD software also explains how to install this chip.

Panasonic 1080/1090 ribbons for \$4.50 each! Yes, that's right \$4.50 each. The only catch is that you have to buy a dozen of them. They are generic, but they work OK. Contact Superior Business Forms in Saginaw at (517) 793- 6770.

Looking for an excellent VT-100 emulator? Uniterm v1.7b works EXTREMELY well, supporting full graphics modes AND 128 columns (even on color screens). Best of all, it's public domain. See Genie, Compuserve, or our library.

Well, that's all the time I have. Hope some of these tidbits proved interesting. See ya next month!



## Review Eight

RAMBRANDT  
Review by Richard Schrader (WAUG)

Rambrandt is the best "artist" type software for Atari 8-bit. It's available from the ANTIC CATALOG for \$19.95 and was produced for them in FORTH by the Pittsburgh Atari Computer Users Group, FACE.

This program has so many features that it will be difficult to enumerate them in one article. It's not the type of "paint" program you give to junior on his first disk. Some of the features are a mite technical and take a little time and patience to learn, but it's well worth it. Of course, it's perfect for us really cool people that are really 'into' Atari. It's also very

flexible. Of course you have a touch pad. NO!? Well, use your joystick, WHAT?! Well, the keyboard can also be used. I recommend touchpad (with keyboard for those tight spots).

Standard line/box/circle/fill routines are here as well as text and undo (which should be required on ALL software!). Five graphic modes are supported with up to 16 colors at once. '0' works with Movie Maker backgrounds, '4' with the other paint programs. There are also utility files for other more obscure formats.

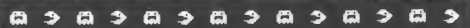
There are many fills and brush patterns available including quilts, stripes, tiles, 'rubber stamp', "random" with adjustable probability, and different fonts, and all are user definable. If you have an XE you can use the extra memory to work on 8 pictures at once, moving parts from one to another.

"Window" mode is powerful. You can take a section, "rubber stamp" it, flip it over, rotate, or even load different versions of it into to the buffer and animate it! (Too bad you can't save it.) "Hunt" will only paint over a selected color, an interesting effect. Did I say up to 16 colors? That was a lie. Using DL interrupt the number of colors can be indefinite!

But wait folks, you have not truly begun to paint without also getting the "3-D Module". Another \$15 bite, but again worth it. It's not quite CAD maybe, but the closest 8-bit equivalent. You get spheres, "spools", and columns in any size, number, location or position (as long as it's horizontal or vertical!) But by combining shapes you can get fascinating believable effects that can print out very nicely.

You don't need to pay more for the printer support modules, fortunately. You can get a fast-small print for the Epson, a slower tone scaled print for Epson and C.Itoh, or another for Epson and Prowriter that will do 16 shades and negative prints. But if you want to see your creations in glorious technicolor, the crowning gem is the Okimate 10 support. This maligned, cheap'n cheezy, near orphan printer does great color prints, especially with this software. There is a menu of 24 color stripes you use to tell the printer exactly what color pins to use! Need more colors? Another chart will appear.

So kick off your shoes, have a cup of coffee! The printing takes 20 minutes! Hey man, this is ART! And you can't rush Rem, uh Rambrandt!







# FUNSTUFF

COMPUTER QUIZ  
By Guy A. Hurt (C.H.A.O.S.)

So. You've owned your Atari for sometime now. You've played a few games, downloaded some files, developed letters on a word processor and maybe even have written a few programs of your own. Yes, by now, there is no doubt that you are a master of your machine, and have a good understanding of how it works and how computers function in general. But just for the fun of it, why not test yourself with the quiz below. Most questions deal with the 8-bit Atari while some deal with computers in general. The answers and rankings are provided at the end. Good luck, you expert you.

1. The primary function of computer memory is to:
  - (a) store information
  - (b) manipulate data
  - (c) perform instructions
  - (d) transfer media items
2. The maximum number of TEXT LINES possible on the Atari is:
  - (a) 20 (b) 22 (c) 24 (d) 26
3. The screen editor is symbolized by:
  - (a) R: (b) C: (c) E: (d) NONE OF THESE
4. How do you let the Atari know where to find a customized set of character definitions?
  - (a) by poking the alternate set into ROM
  - (b) by poking the alternate set into RAM
  - (c) by poking an address value into memory location 756
  - (d) by modifying the display list
5. How many jiffies in a minute?
  - (a) 600 (b) 3,600 (c) 6,000 (d) 9,600
6. You'd like to write a program that will read in a series of numbers and square those that are both integer and even. A function that will help you accomplish this is:
  - (a) SQR (b) INT (c) ABS (d) TWO OF THESE
7. Which is an advantage of memory storage over peripheral storage?
  - (a) more data can be stored
  - (b) more data can be accessed
  - (c) data can be accessed more quickly
  - (d) the storage is more permanent
8. Atari BASIC differs from most other micro-BASIC dialects in its handling of:
  - (a) strings
  - (b) the ABS function
  - (c) the LET statement
  - (d) subroutines
9. There are three sizes possible for player-missiles. They are known as "normal" and:
  - (a) twice the normal, three times the normal
  - (b) half the normal, twice the normal
  - (c) twice the normal, four times the normal
  - (d) three times the normal, six times the normal
10. The Atari outputs a video signal of:
  - (a) 262 scan lines
  - (b) 164 scan lines
  - (c) 288 scan lines
  - (d) 302 scan lines
11. Which of the statements below will generate random integers between 10 and 100 inclusively?
  - (a) 10 X=INT(RND(O)\*100+1)-10
  - (b) 10 X=INT(RND(O)\*100+1)-INT(RND(O)\*10+1)
  - (c) 10 X=INT(RND(O)\*90+1)+10
  - (d) 10 X=INT(RND(O)\*91+1)+9
12. In the Atari, ANTIC:
  - (a) is involved with sound generation
  - (b) is involved with video generation
  - (c) uses its own control program
  - (d) TWO OF THESE
13. Whatever program your Atari is running, it will be interrupted every:
  - (a) 1/600 seconds
  - (b) 1/10 seconds
  - (c) 1/60 seconds
  - (d) 1/6 seconds
14. What's the most important reason for memory addressing?
  - (a) to help distinguish the locations of the accumulator and registers from ordinary data
  - (b) to increase access time
  - (c) to give every item in memory an unique place to reside and be identified from
  - (d) to help distinguish items in memory from items in external storage
15. Serial is to modem as ? is to printer. The ? should be replaced with:
  - (a) cereal
  - (b) parallel
  - (c) analog
  - (d) trinary
16. Which is the fastest computer operation?
  - (a) reading two data values from tape
  - (b) reading two data values from disk
  - (c) printing two data values
  - (d) adding two data values together

Now then. That wasn't so bad was it? Of course not. And, although there probably really isn't any need for you to verify your answers, the answer key is as follows:  
1-a,2-c,3-c,4-c,5-b,6-b,7-c,8-a,9-c,10-a,11-d,12-d,13-c,14-c,15-b,16-d

## SCORE RANKINGS

- 16 Why don't you write the next quiz?  
15-13 Not bad, bytehead  
12-10 Pretty fair, Joe  
9- 7 Kinda shaky, Jack  
6- 0 Gotcha!

Please send any and all comments to:  
Guy Hurt, P.O. BOX 12195, Lansing, MI. 48901



# Programming

## THE FORTH STAGE- A LEARNING GUIDE Ed Crisler (A.L.E.)

Hello again, so did anyone look at the command list? For those of you who haven't figured it out yet the VLIST command lists all the command words currently in your FORTH library. I'm hoping you all played around with the language a little and are starting to understand a few of the basic commands. This time around we will look at stack manipulation and how to define a word.

Lets start with a word definition, since we did that last time and I promised an explanation.

```
: DIR 0 LIST ;
: DIRP PON DIR POFF ;
: DIRL 0 50 INDEX ;
: DIRLP PON DIRL POFF ;
```

These are the words I defined for you last time. Let's take this nice and slow.

1) The `:` tells FORTH that you wish to define a word. The first word after the `:` surrounded by spaces is the command word you are defining. Spaces are very important in FORTH as they define the end of a word or constant. This allows you to define a word as any combination of numbers or letters you wish.(remember no spaces in the word)

2) All items following the space after the defined word are considered the commands that will be implemented, the end of the definition is marked by a `;`. Remember that the word that follows the `:` is the word to be defined and that all other words that follow up to a `;` are the instructions.(called definition from now on) Always remember to use your spaces.

Before you can define words, you must know how to do some programming. Lets try to write a program that will take a number and returns its square.

To do this we must understand the stack. Type in the following:

```
1 2 3
```

At the top of the screen you should see these numbers in reversed order. This version of FORTH provides a constant view of the top of

the stack. The FORTH stack works on a last in first out basis, LIFO. It's important you remember this so you don't lose your place on the stack.

There are a number of commands that manipulate the numbers on the stack we will try to cover a few of them right now.

Type `.` and you will see the number on the top of the stack (the last number entered) displayed. The `.` is a FORTH word that tells the stack to print the number on top and delete it, then move the rest of the stack up. The `DROP` command has a similar function except it doesn't print the number.

The `DUP` command is very useful, it duplicates the number on top of the stack and places it on top. Thus `3 DUP`, the stack would read `3 3`. The `SWAP` command is used to take the top number and trade places with the second number. Last we have an extension of the `DUP` called `?DUP`. This command will only duplicate the top of the stack if it does not equal zero.

The math operators are easy to use. Just remember that you must use RPN (Reverse Polish Notation). I will cover RPN more in depth later, for now just watch how I do it. RPN really is easy if you just thing in human rather than machine logic. In fact that is also the key to FORTH programming. Lets try a few, type `2 2 +`. Well, nothing is displayed but if you look at the stack indicator you will see the number 4. What happened was that the number 2 was placed on the stack and then a 2 was pushed on with it. The `+` told the stack to give it the first two numbers( remove them from the stack) and to add them, then to place the answer on the stack. To print out the result we would change the statement to read `'2 2 + .`. This would take the answer from the stack and print it (remember the `.` command from earlier). There is an easier way to do this using the `DUP` statement. We will cover that in just a moment.

I know that these explanations seem a little easy but then again the language is easy. Lets try that square function.

1) Define the word you wish to use.

2) Now you provide the words definition. Remember we are trying to have the square of the number we entered returned.(hint try the `DUP` command)

3) Be sure to close your definition with a `;`

Here's the sample I put together that includes a command or two we haven't covered yet, I promise a full explanations next time. Until then play around with the stack and I'm sure

you will find it easier than you ever believed.  
Until next time, may the FORTH be with you!

```
: SQR DUP ." THE SQR OF " . ." IS " DUP * .  
; ( RUN THE WORD LIKE THIS eg. 3 SQR (and  
then return)
```

## Computer Music

MIDITALK  
Mitch Wells (C.H.A.O.S.)

REVIEW: Steinberg PRO-24 sequencer  
for the Atari ST

I promised an article on using sequencers in my last article, but then someone pointed out that I had done that before, so rather than rehash, here's a review of software I demonstrated at the general meeting on 5/16.

Certainly there's been a lot of buzz about MIDI software for the ATARI ST computer: it's faster than the Macintosh with better graphics, 512K memory standard on the smallest machine with built-in MIDI ports (in and out only) and sells for a 1/3 of the price (Monochrome 520 systems are going for as little as \$500, I understand). But in America (where ATARI has to get their computers by FCC standards) professional-power MIDI software has been slow in coming (unlike the MAC). Right now there are only 3 packages available that would meet the standards of what I call "Professional": Dr. T's KCS, Hybrid Arts' SMPTETRACK ST and Steinberg's PRO-24 (a fourth package, Sonus's Masterpiece ST is on the way). Of these three, I've used KCS and PRO-24 but prefer PRO-24 and so I'll tell you something about it.

Most MIDI packages excell at one thing or another: they're either a great MIDI recorder (real-time input like an analog tape recorder with features like limited sequencing and SMPTE timing--Hybrid Arts' SMPTETRACK ST or Intelligent Music's Jam Factory would be examples of this) or a great sequencer (setting up real- or step-time input in patterns and linking the patterns to make a song like a drum machine--Dr. T's KCS or Sonus' SuperSequencer 128 are the examples here). But PRO-24 is a combination of both that excells at both functions and is VERY user-friendly. PRO-24 is fully GEM- implementing, graphic-oriented and easy to understand.

The way you record with PRO-24 is pretty simple. If you look at the screen, you see "buttons" marked "record", "play", "fast-forward", and so on. Yup, you guessed it: just pick record and play, hook up your MIDI master keyboard to the ATARI and off you go. Of course, this isn't

the only way to record MIDI information, but it is the simplest. Usually when I sit down for a session, I'll record a countdown, then use my master keyboard to lay down the drum parts. With an auto-record feature (which also can be used for punch-in -out) I set my sections to exact lengths. Once a section is recorded, I name it as a sequence, and this is where the editing features of PRO-24 take over. Although there are only 24 tracks for real-time input, any track can have any number of sequences. Any sequence can be copied to any section of the "tape" (song) or repeated any number of times. Any sequence can be assigned to any MIDI channel or "split" to send to two MIDI channels; any note can be the split point. Sequences can be transposed, given new velocity data (including automatic crescendo and de-crescendo), or quantized in either a destructive or non-destructive manner. Sequences can be both note-event and controller-event edited using a graphic editing system which utilizes GEM and the mouse; this feature is extremely easy to create with. And much of this sort of editing can be done WHILE the piece is playing! (16-bit magic, you know). Also real-time recording of solos and such is easily recorded using an empty track and the record button, just like punching in on a tape deck, except that these sections can be stretched out to exact lengths for exact quantization.

Included with the program is a MIDI dump utility written pretty much for Yamaha synths only (I tried it with the DX7, TX7, and RX21 and it worked fine with all). Included with my version (1.1 final) was a number of "modules" to allow the dump utility to work with a Juno synth or a Casio but these modules aren't very flexible and no provision was made for users to write modules for their own synths. Further, there is no way to automatically send out patches when booting up a song. The dump utility could have been thought out more, but at least there is one.

Speaking of MIDI, the program's implementation of commands like note-off and mode setting is complete and easy to implement. Also included with vers. 1.1 is a real-time counter which turns into a SMPTE clock when used with their SMPTE interface (which sells for less than the program I understand). I hear 5 SMPTE standards are supported (although that's not been verified by Steinberg) and the interface will be available in late spring.

In conclusion, although I have found a bug or two, the program is my main MIDI software, and though it won't do EVERYTHING, what it does do, it does well and with great ease. I heartily recommend the program to anyone who has an ST in their studio... Further I would say for the price (\$295 list), it's worth considering buying an ST for (whole package for under \$800)!





system screen and you will see what type it is. Some serve no known purpose to this author (hopefully they actually do, since many have some pretty neat titles, like leeching planet and robot fortress). Others have functions like a repair drone, energy station and inhabited planets. You can beam down to the inhabited planets.

So set your orbit for a selected planet and click on the impulse engines. You will see your ship icon going around the solar chart with a dotted line to the preselected planet. Once you reached the planet Mr. Sulu comes on in a digitized voice saying "Now in orbit Sir". Sometimes you hear the communications whistle when you enter orbit. Click on Uhura and she will receive the message. This message is useful to the playing of the game. If the planet is inhabitable you can beam down. Click on Capt. Kirk and transporter box will be shown. Click on the box and you will see all seven crew members faces along with the round transporter base. Click on each face you want to beam down and then click on the transporter. You will be greeted by digitized sound in the form of the actual transporter sound from the TV series. Neato!!

Next you will be on the planet and will have something to get or discover there. When you meet an obstacle click on your crew and see if you want to take their advice. Sometimes it will end in hurting your party and you will have to beam back up. When this happens click on McCoy's icon and you will see each person represented by their faces and a health bar underneath them indicating how fast they are healing. I never saw a member of the crew die, but I wouldn't rule it out. If you find something beam it up and put it in storage aboard the Enterprise. It will come in handy as you comb the galaxy.

Next, warp out and find another star system to visit. but watch out for Klingons, Romulans and rebel ships they will attack you. If they do you will hear "Battle stations" and the werp-werp claxon digitized sound with Kirk's voice. Click on Checkov and activate the phasers or photon torpedoes. Go to the round tactical grid and click on the yellow ship indicators. You will then see a vector drawn Klingon, Romulan, or rebel starship. Hold the mouse button over it and you will hear Checkov say "locked on target sir" bring the mouse back and click on one of the squares in each corner and you will see either a phaser or photon torpedo fired at your adversaries. You even hear it firing in digitized sound like you heard it on TV! This is most impressive and if you destroy the Klingon Ship, Scotty comes on and says "Gut 'im Captin'!!!! This blew my socks off! If you win you can continue to search the galaxy. If you lose you will see Mr. Spock's face on the screen with his digitized voice

razzing you with "I never did understand humans....".

All in all the game is by far the ultimate space game for any computer!! It has action, excellent graphics, completely mouse controlled, digitized sound that will make you feel like you are there on the Enterprise's bridge and game play to make it the best selling game for any computer. If Simon and Shuster holds this back they are crazy!!!! Its worth \$100. And I ain't one to pay more than \$30 dollars for a program. It has a load and save option so you can save your current game and play it later (you can only save one game though). The one thing lacking (and it will come with the manual and the released program I am sure) is the object of the game. I assumed from messages and game play that your mission is to put down the rebellion and defeat the Klingon invasion. You would be wise to document all the star systems and make it a point to record what each planet has on it and record where repair drone stations and energy stations are.

When Star Trek is released BUY IT! It is the ULTIMATE, Best space game there is for any computers. It MAY even be supported with more galaxy disks. It will be to the ST as Star Raiders was to the 800. People will buy an ST just to play STAR TREK!!!! (Star Trek is currently unreleased. The version I saw was probably a beta version. How this person got it I do not know.) I would urge all of you to buy this program! Please call Simon and Shuster and ask them to release Star Trek soon. Pre-order it!!

(EDITOR'S NOTE: A later contact with SIMON and SHUSTER has resulted in an admission that the game is INDEED in development, and is pending final agreements with PARAMOUNT PICTURES. Release should be sometime this fall!)



## Review ST

GIST (Antic Software)

Reviewed by Ed Seward

Reprinted from CURRENT NOTES, 1987

GIST is by Gary Levenberg and Lee Actor. The purpose of GIST is to provide an easy means of designing better sounds and then including them in a program. This is the product whose prototype was the basis of their column in the Winter START magazine.

The package comes with the GEM based sound editor, 50 sample sounds and the code necessary to use GIST for 5 C language systems: Alcyon C (and thus Mark Williams C), GST C, Lattice C and Megamax C. After some begging, pleading and grovelling I learned that Antic will be adding the code for using GIST with OSS' Personal

Pascal. This addition will be placed in the public domain as it will be useless without the GIST package itself.

On first viewing the directory of the GIST directory one sees five folders and 3 files. There is a folder labelled for four of the C's that contains the code for using GIST. There is a folder just containing the code for the demo program and another folder containing the 50 sample 'SND' files. The three files are the GIST program, resource and documentation.

The first thing I tried was GIST.PRG the sound editor. The screen comes up with three boxes on the left side of the screen and the menu bar. The boxes allow one to play a sound or sounds in a continuous cycle and to vary the length of one cycle. The next box down allows one to set the duration of a sound. The bottom box allows one to change the note being used for the sound or sounds. The menu bar has four main headings besides the 'ACC' column. The headings are 'File', 'Edit', 'Play' and 'Misc'. The 'File' heading is pretty standard. The 'Edit' offers one a reminder on quick commands on editing the volume, frequency or noise. Besides the quick commands one can also just double-click on the appropriate part of the display for a sound and one will be shown the editing screen for the volume frequency or noise.

The first I did was to load in one of the sample sound files. One should allow a LOT of time to waste with this. There isn't any problem - the sounds can be modified so easily that I spent some hours just fooling around with various combinations. While there are 50 sound samples included I must mention that through the monitor speaker about 15-20 of them sounded so alike as to be indistinguishable. That group is variations of a piano. The reason for this is that it makes it much easier to know which parameter to change. I found the way the editor is setup to be very freindly and simple to use. Within the editor one can load in up to three sound files at any one time. The sounds can be played either individually or 'ganged' so that all of them are used. I should mention before I forget that GIST will accept inout from a MIDI keyboard and play the sounds back through the MIDI also.

When a 'SND' file is loaded a window pops up displaying the ADSR (Attack, Decay, Sustain and Release) envelope, the LFO (Low Frequency Oscillator) for both frequency and volume, the frequency curve and the noise settings. All of these can be very easily edited using the mouse. I should mention that GIST makes use of three ADSR envelopes and three LFO's per sound channel. This replaces the single envelope generator that is burned into the sound chip.

Now, what would you use GIST for? Well, I sure hate to construct the code for sounds from

scratch. Also, as I mentioned above GIST reprograms the sound chip and helps provide what the programmers NSQ - "Near Synthesizer Quality". If one is designing a game then one get easily get away from the 'Asteroids' type of sound effects which seems to be very common in the public domain and some commercial products. The disk is not copy-protected and the package works in both medium and high resolution. In my opinion, most people working on adding sounds to a program they are writing will benefit from using GIST both in time savings and the resulting quality of the sounds.



## Review Eight

Koronis Rift

Lucasfilm Games Division

Created By Noah Falstein

Reviewed by Eric Plent

Reprinted from ZMAGAZINE, 1987

24 Febrius, 2249 - "For three days your Scoutcraft has been traveling through empty space, on it's way from one forsaken part of the galaxy to another. You're a technoscavenger, making a living searching for abandoned technological systems - but for all the luck you've had in the past month, you might as well be an intergalactic drifter. Psytek, your Science Droid Analyzer, is monitoring the instruments. There isn't much to do - not much, that is, until suddenly Psytek flashes an urgent message:"

"POWERFUL RADIATION FLUX DETECTED: COORDINATES 45:90 RELATIVE AZIMUTH AND ELEVATION."

Powerful is right! Your instruments indicate rads in the ten thousand range. "Any idea what it might be?" you ask.

"NEGATIVE. CHARTS INDICATE EMPTY SPACE FROM HERE TO STAR SYSTEM 583."

And so the game goes. This is how you stumble on to the strange and little known planet called Koronis Rift...

From movies to computer software, Lucasfilm has always been there with some of the best in entertainment for all ages. With the smash hit movie Star Wars, Lucasfilm started the ball rolling into the business. A few years ago Lucasfilm branched off once again and started the Lucasfilm Computer Games Division, bringing forth hit games such as BallBlazer, The Eidolon and this one, Koronis Rift.

Koronis Rift places you in the pilot seat of a small land Scoutcraft, searching for the

wreckage of abandoned technological systems that you can raid for old parts. Since these parts are worth something in the space junk market, you plan to sell them for credits. Of course, there are always SOME of the units that can be used for your ship. After all, you can expect the Guardian Saucers to put up a fight for those old abandoned hulks, since they are there to protect the Ancient technology from people such as you. Watch out! Two of them coming in! Shield at full power! Helliipppp...!

Enough of this. On to the actual program and game play. Koronis Rift is a little like the old Arcade program BattleZone. You pilot your ship over the scrolling playfield while shooting everything in sight (at least, all of the Guardians in sight...don't shoot the Hulks.)

Since most of the time you will want the lowest level of play, the program will default to Rift 1. This level will give you a taste of the action without TOO many Guardians attacking. Drive around a bit to get used to the feel of the game. You will mostly need your trigger thumb, since you will almost always be attacked while trying to raid a hulk. The program will beep to let you know the Guardians are coming. You can move your target sight (a small crosshair) around the screen with the joystick. To fire, press the fire button.

Now you are ready to play. Re-start the game and get to level one. You will be lowered to the planet by a tractor beam, controlled by Psytek the robot. When you hit the ground the game has started. Press your joystick up and you will start moving forward. Notice the large object in front of you. This is your first hulk of the game (they put it there to let you get the hang of the game faster). Run right up to the ship and stop by pulling the joystick backwards. Now pull down again and press the fire button. You should see a little cursor light up on either "Call Ship" or "Loot Hulk". Select "Loot Hulk" to send the little Repo-Tech Robot out. It will collect anything it can from the ship and return it to you. You can then place that module in to your ship's system now, or wait and have Psytek examine it later (by 'Calling' the ship).

Let's have Psytek examine the module now to see what it is worth. Pull the joystick back again and select "Call Ship". The tractor beam will pull you in to the ship.

The scene will change now, showing you Psytek and his work area. This is where you come to find the value of a module, or to replace a Repo-Tech Robot (in case you happen to shoot it...it can be done (hehe)).

Position your cursor on the module you would like examined and press the fire button. Psytek will remove the unit from your ship and give you

a status report of that unit's power level and value on the market. If you choose to sell that module, select "Disassemble" to get the credits. Now you can return to the game, save your position (in case you have a REALLY good game and would like return there the next time you play) load a saved position or quit the game.

Overall, Koronis Rift is a fast paced game that will keep you at the joystick for hours. If you liked Battle Zone in the arcade, I would recommend this game to you. While not quite up to the Vector graphics of the arcade version, this will do very nicely. Highly recommended!

Happy gaming!!!

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Eight Bit Gem  
by STEVE DUNPHEY, RI ACE

After finding the demo of GOS [also called GOSDUP as it replaced the normal DUP.SYS file-ED.] and seeing the interest that it generated I became anxious to speak with David Sullivan who wrote the program.

After attempting to call Mr. Sullivan to no avail on two occasions, I contacted ANTIC magazine. My hopes in doing this were that ANTIC would be familiar with David Sullivan, GOS or both. As it turns out ANTIC claimed never to have seen the program and also that David Sullivan was news to them.

Lets begin at the beginning. At ANTIC I spoke with a few clerk types before being connected with Charlie Jackson, ANTIC's editor online for CompuServe. He seemed very interested in a graphic operating system for the 8-bit ATARI, so much so in fact that he expressed a desire to obtain a copy immediately by down loading it from the RIACE BBS. I gave Mr. Jackson the RIACE number and true to his word he got online and downloaded GOS the same afternoon. When I last spoke to Mr. Jackson it was understood that he would leave me a message on CompuServe regarding his success in locating David Sullivan and getting a more complete version of GOS.

I was back in touch with Mr. Jackson on Friday afternoon. He had indeed reached David Sullivan and was at the moment looking at a newer version of GOS that David Sullivan had sent him via David's BBS. He told me further more that David Sullivan had written still a third version that is in machine language, took up less memory and is 100% graphics. ANTIC went on to say that they were willing to purchase this GOS from David Sullivan if he failed in his efforts to reach an agreement with ATARI for purchase of same. Also ANTIC promised to credit RIACE with pointing out the benefits of this program to them.

Now I went ahead and gave David Sullivan a call. I told him over the modem who I was and that I had called ANTIC magazine. David came online and agreed to go voice for a chat. He said he was quite surprised to hear from ANTIC at this time since he had sent them a copy of GOS when he first wrote it as a demo way back in "85". He also sent a copy to ANALOG, CompuServe and GENIE. David said he told all of them that he was giving it away and they could do with it as they please. No response followed.

David explained how he had written this program in one evening to bring to a user's group meeting as a demo. He wanted to show it because on that night this particular group was showing an ST and an AMIGA. David thought it would be nice to show an 8-bit running on a graphic operating system. He placed it in the public domain and went to work on a newer version written in machine language that has many additional features.

His new version which is under consideration at ATARI as their new operating system is 100% graphics. It has windows and movable icons and David who owns both an 8-bit and an ST considers it to be a little faster than the ST version, while almost identical in looks and usage.

David Sullivan has written many programs for the 8-bit ATARI. On many occasions he has written a program for a specific user's group and allowed that group to do as they please with the program, whether that be to sell it or just distribute it under the user's group name. He said that perhaps he could do something like this for RIACE, since he was quite pleased that we had been the cause of renewed interest in the GOS program via ANTIC magazine. He also said he hoped to be able to send us a sample of the new machine language version which is called DESKTOP.



## Hardware

XEP80 (80-column card)  
Atari Corp.  
\$79.95, 16K disk

(Review by ANTIC, excerpted from ANTIC ONLINE  
(CompuServe) by permission.

It's here.

Arriving at Antic just as we were about to go to press, the long-promised XEP80 80-column box is being manufactured at the Atari Corp.'s Taiwan manufacturing center and should be available in stores for \$79.95 by the time you read this.

The XEP80 displays 80 columns and 24 rows of readable text on your screen. On monochrome monitors, this text is razor-sharp. It's also

quite readable on a color monitor, though naturally the characters are smaller than standard 40-column Atari text. Either way, the XEP80 is far superior to any software-only commercial products that produce an 80-column display.

### COMPATIBLE SOFTWARE

AtariWriter 80 and a new 80-column, single-density version of Atari's Silent Butler personal finance program will be the first commercial software that runs on the XEP80. However, early prototype versions of the XEP80 box were sent to major publishers of 8-bit software -- such as Batteries Included, Broderbund, XLEnt and OSS -- with the expectation that existing products will soon be updated for 80 columns.

Inexpensive 80-column trade-up prices for users of the existing AtariWriter Plus and Silent Butler will be offered by Atari, according to Skrush. But no prices for the software have been set as of this writing.

### USING XEP80

The XEP80 is about the size of a 1030 modem (5 3/8 x 9 1/4 x 1-3/8 inches) and weighs in at two pounds. It can easily fit atop your disk drive.

The XEP80 connects to your Atari through either joystick port 1 or 2. An XL/XE RCA-jack video cable carries the signal from the back of the XEP80 to your monitor. (Atari says the XEP80 display will not be satisfactory on a television set.)

Keeping the system running is a small 9-volt power supply, the same power unit used with the 2600 videogame system and the still-awaited Atari 1200-baud modem. Note: The power supply that came with our prototype XEP80 tended to grow unusually hot.

The XEP80 also includes a parallel printer port that uses the same 25-pin cable as the ST. If you hold down the [SELECT] key when you boot your computer, the XEP80 will serve only as a parallel printer interface -- without turning on the 80-column display.

### UTILITIES AND DEMOS

The disk that comes with the XEP80 contains the AUTORUN.SYS file which installs the handler (which is only about 200 bytes). Commented MAC/65-compatible source code for the handler is also included. Atari's Lane Winner is credited as the main designer of the XEP80 system.

The disk also features a number of impressive demonstration programs written in BASIC and assembly language, as well as detailed documentation and utility software for inserting

80-column handler routines into your own programs.

The XEP80 handler introduces several new commands to Atari BASIC. These take the form of XIO statements which:

- Invert the screen colors (default is white text on a black background).
- Enable underlining.
- Produce a blinking cursor.
- Mix double-width or double-height text with standard-size text.
- Mix blinking text (any width or height) with standard text.
- Enable character-by-character horizontal scrolling with a POSITION statement and an XIO statement.

The XEP80 is immediately compatible with all software that supports E: calls -- such as Atari BASIC (versions A, B and C) and Atari DOS 2.5. During our tests, the XEP80 didn't work with DOS 2.0.

#### GRAPHICS

Built into the XEP80 is 8K of static RAM, which is used as a screen storage buffer to operate the display faster. The XEP80 has two complete character sets built in, the standard XL/XE special character set and Atari's international character set.

The XEP80 can draw high-resolution bit-mapped graphics

covering as much as half the screen. However, the 80-column drawing routines are much slower than standard 40-column drawing. It took five minutes to draw and fill a golfball-sized circle in Graphics 8.

Drawing isn't simple either. The PLOT and DRAWTO statements are not supported and text windows are not allowed. If your program crashes in the middle of one of these lengthy and complicated bit-map operations, the display remains in bit-mapped mode. You must reboot and start again.

#### SUMMARY

If you're serious about an 80-column display, the XEP80 won't disappoint you. The text is outstanding on monochrome monitors and acceptably readable on composite color monitors. Beginning and intermediate BASIC programmers will want to explore new ways to use the XEP80's additional XIO commands. Advanced BASIC and

assembly language programmers will enjoy adapting the XEP80 handler to their favorite business software, word processor or telecommunications program.

## Atari ST Technical

### ST ERROR CODES

By Bob Whipple

Reprinted from J.A.C.S., March 87

Dear Editors,

I have had my 520ST for a few months now and I have encountered, several times, error messages that are not real 'self explaining'. A message that states "TOS ERROR #35" tells me zip! Can you supply me with some definitions??

In The Dark. Vincentown, N.J.

Dear In the Dark,

I hope you find these definitions to your liking. You are not the only person who has that missing page in their owner's manual. These error message #'s, were taken from the Atari ST-Internals book by Abacus.

#### ST ERROR CODE DEFINITIONS

- 0 OK, no error
- 1 General error
- 2 Drive not ready
- 3 Unknown command
- 4 CRC error
- 5 Bad request, invalid command
- 6 Seek error, track not found
- 7 Unknown media (invalid boot sector)
- 8 Sector not found
- 9 Write error
- 10 Write error
- 11 Read error
- 12 General error
- 13 Diskette write protected
- 14 Diskette was changed
- 15 Unknown device
- 16 Bad sector (during verify)
- 17 Insert diskette (for connected drive)
- 32 Invalid function number
- 33 File not found
- 34 Pathname not found
- 35 Too many files open (no more handles left)
- 36 Access not possible
- 37 Invalid handle number
- 39 Not enough memory
- 40 Invalid memory block address
- 46 Invalid drive specification
- 49 No more files





# Last Hacks

IS THE 8-BIT DEAD?

By: John B. Sloop

Reprinted from Pacus Report, Apr. 87

Sure, we've been hearing it for a couple of years now, "The Atari 8-bit machine is dead". Although Atari denies this, I've compiled a few interesting facts, (note: I said facts, not rumors, which in the past is all that we had to go on), that demonstrate clearly to me that the 8-bit is dead.

For instance, if you insert a PAC-MAN cartridge upside-down into a 1200XL and turn it on, "Clyde" will appear, saying what sounds to me like "I buried an 8-bit!". Scarey, isn't it. There are many of these hidden clues all over, if you just look for them.

One of the latest pieces of software that Atari has put out for the 8-bits, was ATARI PLANETARIUM. Boot that program and look at the constellation ARA (which, by the way, means ALTAR in English) with the lines option engaged. Using the stars as dots and the lines as dashes, you can make out, in Morse Code, the phrase "8 B 8 IF", which of course means that the 8-bits would be eight years old IF they had lived. How can you argue with proof like that? This could not just be an accident.

These hints of the death of the 8-bits have been coming for quite some time. Take a look at the cover of ANALOG #44. There you will see a picture of what appears to be an operation being performed on an ATARI ST. And what is found inside, looking like a malignant tumor? A 130XE! Although that is pretty blatant, there is also a

subtle clue on that cover. In yellow on that cover are the names of three articles inside the magazine for the 8-Bits, "Arm Your Atari", "Ramcopy", and "8-Bit Parallel Interface". The initials of these titles are "A Y A R B P I", which is an anagram for RIP 8-B YAA!". They are not only stating that the 8-bits are dead, but even that they are glad of it.

Still not convinced? You people are hard to please. OK, grab your copy of the April 87 ANTIC. Look at the cover and what do you see? A bunch of IRS men chasing a couple of guys carrying banners that say "130XE". Now think, what does that mean? I SAID THINK!! That's right, only two things are inevitable, DEATH and Taxes. What at first glance appears to be a simple "tax-time" issue, in fact is clear proof that the 8-bits are dead.

These are only a few examples of what you can find if you only look with an open mind. But most people don't see these things, because they don't want to face the facts.

I can't understand why Atari doesn't just come right out and announce that the 8-bits are dead. It has been proven in the past that these charades don't work. When Elvis died in 1963, no one believed that fat lookalike they got to replace him was really Elvis. When the lookalike died in 1977, no one bothered to try to get another replacement. When Paul McCartney died in a car-train accident in the late 60's, the remaining Beatles denied it, while all the time giving clues to his death in songs and on album covers, much like the clues showing up for Atari's 8-bits today. We aren't stupid, we know what's going on. We also know that Andy Kaufman is working for Atari, but that's another story.

Like I mentioned before, death and taxes ARE inevitable. So lets raise our glasses to our fallen friend, and also toast our new found friend, the ST. "The King is dead, long live the King".

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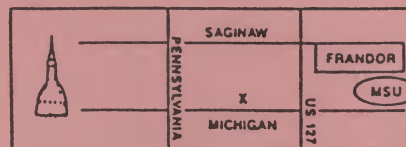
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